

Appendix I. Time Lost Reason Codes

Used on the Vessel and Trip Information Log.

- 00 = Unknown.
- 01 = Gear conflict with another vessel.
- 02 = Gear damage repair.
- 03 = Engine repair.
- 04 = Awaiting arrival of other vessel, i.e., pair trawling or offloading.
- 05 = Coast Guard boarding.
- 06 = Medical emergency, i.e., medical evacuation.
- 07 = Weather conditions.
- 08 = Marine mammal interaction.
- 09 = Gear loss. Include only time spent trying to retrieve the gear.
- 10 = Vessel leaves a dock at the start of the trip, steams to another dock(s) or port(s) to engage in an activity (i.e., refueling, buying ice, picking up crew, etc.) and then steams to the fishing grounds. Record the total amount of time spent steaming to, and docked at, the other dock(s).
- 11 = Vessel returns to a dock after reaching the location where it will begin fishing, but before deploying the gear, OR returns to the dock before reaching the location where it will begin fishing. Record the total amount of time spent steaming out, steaming back to the dock and at the dock.
- 12 = Vessel returns to a dock **after completing fishing activities**, but no fish are offloaded. Vessel engages in an activity (i.e., refueling, dropping off crew, etc.) and then steams to the dock where the captain intends to sell most of the catch. Record the total amount of time spent at the first dock, plus the time spent steaming to the offloading dock.
- 13 = Vessel returns to a dock **after beginning fishing activities**, but no fish are offloaded. Vessel then returns to the fishing grounds. Record the total amount of time spent steaming back to the dock, time spent at the dock and time spent steaming back to the grounds.
- 99 = Other. Please record the time lost reason in COMMENTS.